

INTERPRETIVE PROSPECTUS

FORT UNION NATIONAL MONUMENT

NEW MEXICO

1993

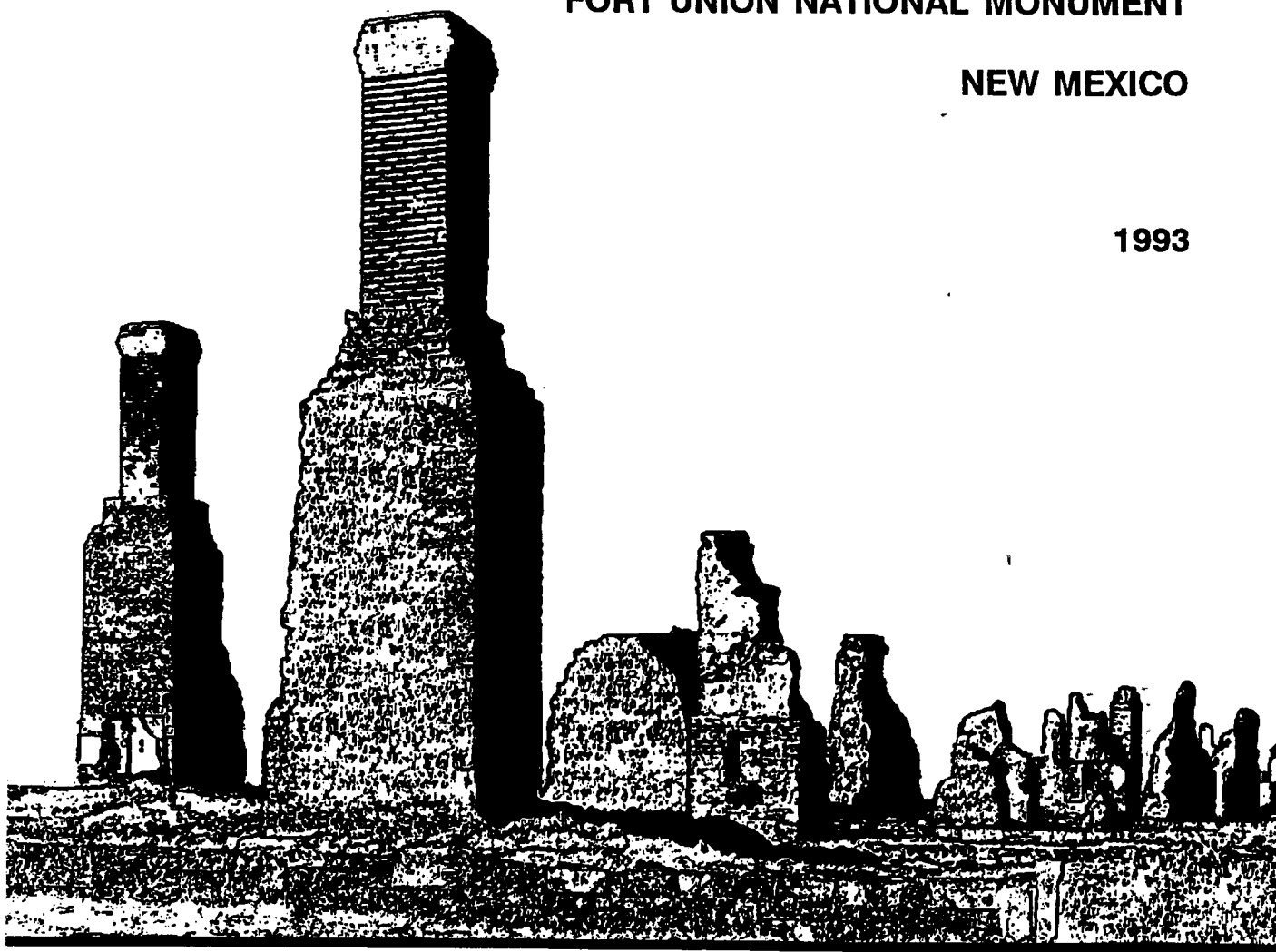
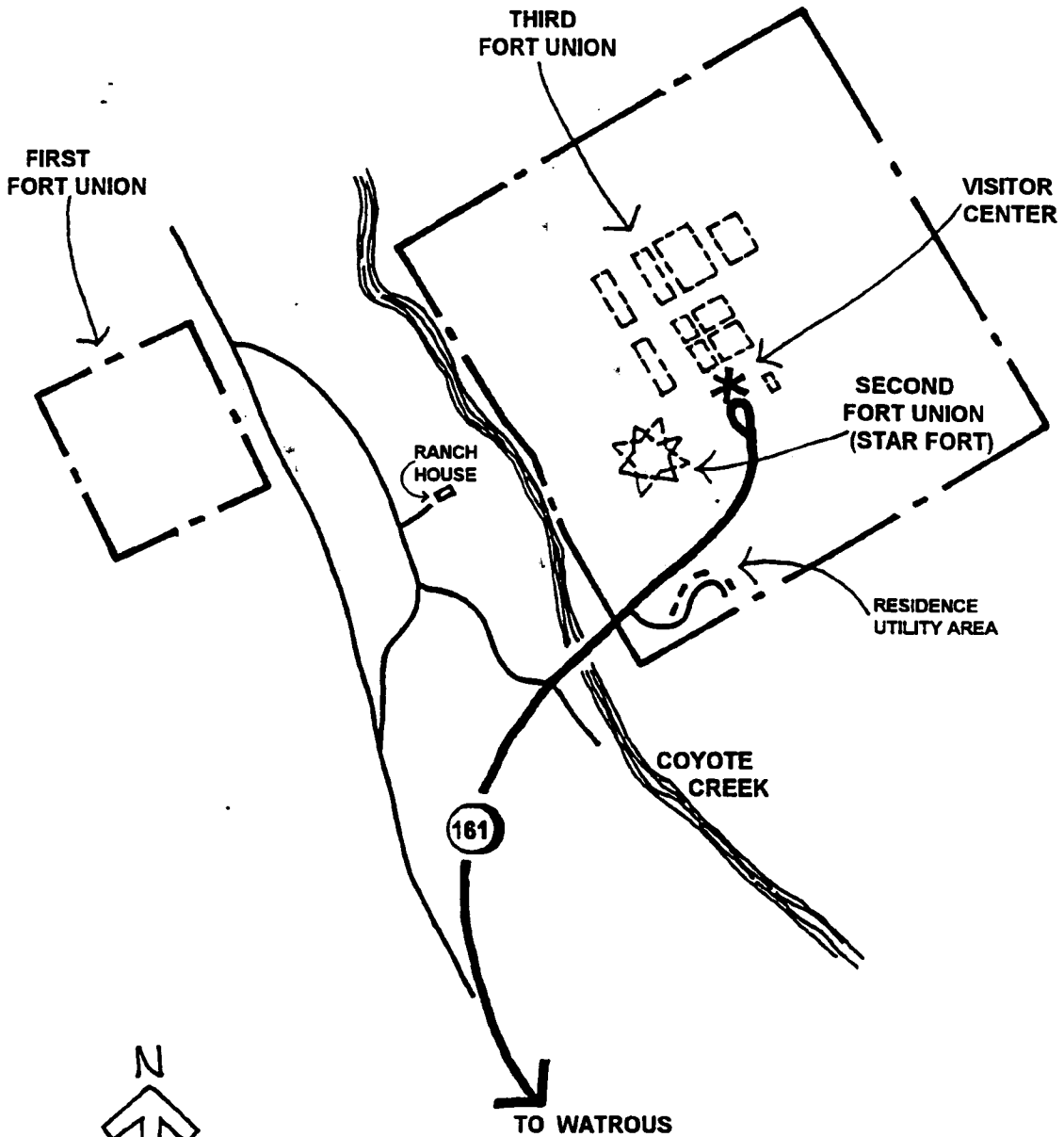


TABLE OF CONTENTS

Fort Union N.M. Map	1
Legislative History	2
The Resource	3
The Visitors	4
Existing Conditions	5
Interpretive Purpose	6
Interpretive Themes	6
The Plan	11
Selected References	19
Planning Team	20
Appendix 1	21
Appendix 2	34



**FORT UNION
NATIONAL MONUMENT
NEW MEXICO**

LEGISLATIVE HISTORY

Fort Union National Monument was authorized on June 28, 1954 under Public Law 429 by the 83rd United States Congress to "preserve and protect, in the public interest, the historic Old Fort Union, situated in the county of Mora, State of New Mexico, and to provide adequate public access thereto". Fort Union National Monument was established on April 5, 1956.

The Santa Fe National Historic Trail was authorized on May 8, 1987 under Public Law 100-35 by the 100th United States Congress to commemorate the over 1,100 mile-long Santa Fe Trail from near Old Franklin, Missouri, through Kansas, Oklahoma, and Colorado to Santa Fe, New Mexico.

THE RESOURCE

Fort Union National Monument contains 720 acres of land in two noncontiguous parcels located in northeastern New Mexico, eight miles north of Interstate 25, midway between Santa Fe and Raton. The monument is on the southern fringe of the Great Plains, at a 6,700-foot elevation. For 40 years (1851-1891) Fort Union served the region as a military supply depot, arsenal, and frontier military post. During its working life span three successive forts were constructed on the site, and remains of each of these forts are contained within the monument's boundaries.

The detached 84-acre parcel contains the historic grounds of the First Fort Union (of which little historic fabric remains) and the adobe ruins and foundations of the Third Fort Union's arsenal facility.

The main 636-acre unit contains the earthwork remains of the Second Fort Union, or "Star Fort" and 63 adobe building ruins of the Third Fort Union. The adobe ruins of the Third Fort include remains of both the fort post and quartermaster's depot and represent a prime early example of the New Mexico Territorial style of architecture.

Located near the junction of the Mountain and Cimarron routes of the Santa Fe Trail, historic trail ruts are found throughout the monument.

Fort Union National Monument lands are classified as historic and are so listed in the National Register of Historic Places.

THE VISITORS

The park is open to the public year-round. Since the site has no overnight accommodations, the park is a day-use area only. Normal hours of operation are: 8:00 a.m. to 6:00 p.m. in the summer, 8:00 a.m. to 5:00 p.m. the rest of the year.

Fifty-one percent of the monument's visitation occurs during the summer. Only seven percent visit during the winter. Spring and fall evenly divide the balance of the visitation. National visitors traveling with their families on extended trips, where Fort Union is a stop on their itinerary, make up the bulk of the park's visitors. Local and regional visitors represent a higher percentage of weekend visitation. The majority of school groups visiting the monument come in the months of March and April.

Because of Fort Union's location, eight miles off Interstate 25, most visitors spend enough time at the monument to use several of the interpretive services available. Average length of stay is 1-1/4 hours. Ninety-five percent of visitors use the visitor center facilities and the interpretive trail waysides. Forty-eight percent attend personally conducted or presented services.

Over the last ten years visitation at Fort Union has doubled, due to better signs along Interstate 25 and increased interest in the Santa Fe National Historic Trail. A new exhibit on Fort Union at a nearby Interstate 25 rest area is expected to increase visitation even further. Current annual visitation is about 23,000.

EXISTING CONDITIONS

Located at the end of the paved entrance road from State Route 161, the park's visitor center was constructed in 1959. The Territorial style structure accommodates entrance lobby/information desk, publications sales area, museum with temporary and permanent exhibits, a video viewing space, as well as administrative offices, comfort stations, and a small research library.

The main points of visitor interest include the ruins of adobe walls and stone foundations that once comprised the Third Fort Union, and wagon ruts of the Old Santa Fe Trail. Currently, visitors are directed through the ruins of the Third Fort on a self-guiding trail over a combination of modern gravel paths and historic flagstone sidewalks. The park contains 40 wayside exhibits (which include ten audio stations), two bulletin cases, and several interpretive signs. These outdoor exhibits orient visitors to the locations of the three forts, the layout and structure of the Third Fort, and the Forts' role in the history of the Santa Fe Trail. Another short trail allows the visitor to walk through the earthwork remains of the Star Fort (a printed trail guide provides orientation and information about the Star Fort). The ruins of the First Fort and the Third Fort Arsenal are not accessible to the public.

The park maintains a curatorial collection of 9,000+ artifacts. The park's reference library includes fact and document files, microfilm records, and a photograph file. The interpretive staff consists of two permanent rangers and two summer seasonal rangers.

INTERPRETIVE PURPOSE

To interpret the role of the Santa Fe Trail and Fort Union in the development of the American Southwest by the United States.

INTERPRETIVE THEMES

1. The Santa Fe Trail was an important international highway of commerce, a key to the development of the American Southwest, and an avenue of military and commercial supply.

GOALS:

- Establish the pre-1821 cultural and historical context of the region.
- Discuss the economic and political impact the trail had on Mexico, the United States, and the state of New Mexico.
- Narrate the history of the trail from its beginnings to its demise with the coming of the railroad.
- Emphasize the trail's primary purpose as one of commerce rather than settlement.
- Illustrate how the Santa Fe Trail fit into a larger trail network of the Southwest and Northern Mexico.

- Describe the broad corridor of the trail from Missouri to New Mexico and discuss the pros and cons of each of its several alignments.
- Discuss the trail as an avenue of American cultural and economic invasion into the cultures and economy of the region which was to become the Southwestern United States.
- Describe the mechanics of shipping freight on the trail.
- Explain the importance of military freight to the economy of the trail.
- Explain how the trail's success demonstrated market potential to the railroad industry.

2. Fort Union soldiers provided security for travelers and freight on the Santa Fe Trail, engaged in military campaigns against several American Indian tribes, and engaged the Confederate Army during the Civil War.

GOALS:

- Examine the role Fort Union played in establishing a federal presence in the new territory of New Mexico after the Treaty of Guadalupe Hidalgo.
- Discuss the strategic pros and cons of the fort's location near the intersection of the Santa Fe Trail's two main branches.
- Explain how pressure from American Indian tribes on the plains affected other tribes of the Southwest.

- Examine the impact of the presence of Fort Union and the fort's punitive American Indian campaigns on the security of travelers and freight on the Santa Fe Trail and the security of non-Indians in the region.
- Present American Indian perspectives on the invasion of the Southwest by Hispanic and American settlers and the military campaigns waged against the American Indian cultures to support this invasion.
- Illustrate Fort Union's involvement in the Indian Wars and the national policy of containing American Indians on reservations, as represented by the Red River Campaign against the Comanches in 1874.
- Tell the story of Fort Union's involvement in the Civil War in the Southwest, emphasizing the role the New Mexican Volunteers played in building the second fort and militarily during the Civil War period.
- Illustrate how Fort Union functioned in civilian actions using the Colfax County War as an example.

3. The Third Fort Union consisted of three distinct operations: the garrison or post, the quartermaster's depot, and the arsenal.

GOALS:

- Explain the functioning of each of the Third Fort Union's parts in adequate enough detail to foster understanding of each operation.
- Define basic military jargon necessary to understand the operation of the fort.

-Contrast and compare the importance of each of Fort Union's three functions.

-Humanize the story of the operation of the parts of the fort by using specific personalities, such as Captain Shoemaker at the arsenal.

4. The everyday life of enlisted men, officers, their families, and civilians at Fort Union was dictated by the United States Army.

GOALS:

-Discuss the army as an occupation and the image of the frontier soldier.

-Detail the social structure of the fort.

-Explain how the fort operated as a community.

-Discuss the fort's recreational opportunities (baseball, horse racing, bowling, dancing, prostitution, etc.).

-Examine the roles of civilians at the fort, especially their role in the Quartermaster's Depot.

5. Fort Union had important social and economic impacts on American Indians, Hispanics, Anglos, and other cultural groups of the American Southwest.

GOALS:

- Examine the economic impact of Fort Union and the Santa Fe Trail on the region, Mexico, Missouri and the United States, as well as on local and regional populations, including American Indians and Hispanics.
- Discuss the pre-fort Indian and Hispanic cultures, including the diversity of tribes and their interactions with each other and the Hispanics.
- Describe the American Indian perception of the Anglos.
- Describe the Hispanic perception of the Anglos.
- Describe the Anglo perception of Indians and Hispanics.
- Examine the role of German/Jewish merchants and their impact on the economic systems of the area.
- Explain the sutler operation.

THE PLAN

VISITOR EXPERIENCE

The decision to leave Interstate 25 and drive the eight miles to the ruins of Fort Union is the beginning of the visitor's experience with Fort Union National Monument. Very little human development is seen along the road, because the fort is located on a large cattle ranch. The first glimpse of the ruins comes when the visitor is still some distance away-- a stonehenge-like smudge appears on the vast open arid landscape. By the time the car is parked in the front of the visitor center, the visitor is very aware of the isolation of the fort.

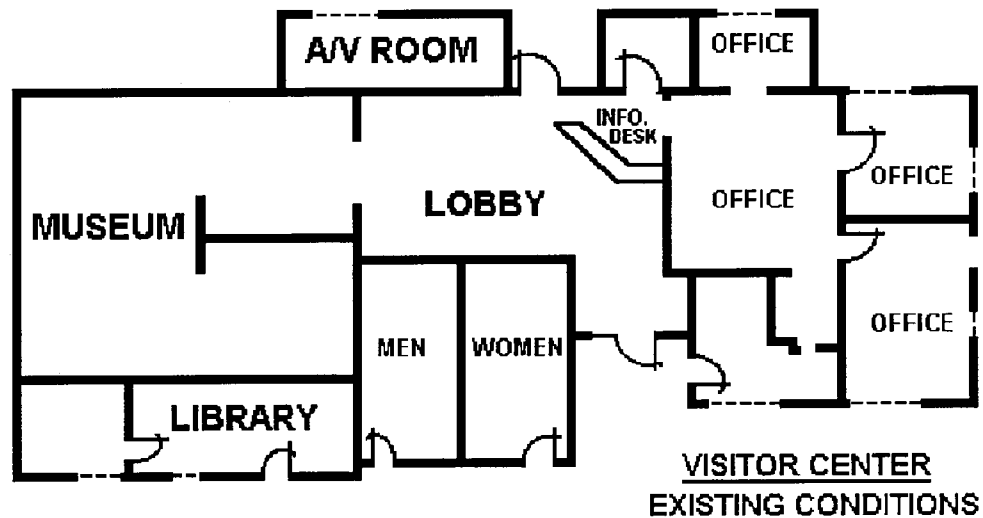
The visitor center is literally the gateway to the fort. Visitors are funneled into the lobby of the visitor center from the parking area. They pay their entrance fee at the information desk, are given a park folder, and basic orientation questions are answered. Few visitors will have the background knowledge necessary to understand Fort Union's significant role in the region and in the history of the western United States. Therefore, the interpretive media in the visitor center will establish the historical and sociological context for Fort Union and the Santa Fe Trail and provide an intimate glimpse into the daily lives of the people who once lived and worked at the fort.

From the visitor center, visitors will enter the adobe and earthwork remains of the Second and Third Forts. A paved trail will guide them through the different sections of the forts. Wayside exhibits will identify the three different fort developments as they are encountered, identify the different operational sections of the Third Fort, and

explain how the Third Fort operated. The trail will return to the visitor center via the ruins of the post hospital.

Having returned to the visitor center armed with their insights gained from the tour of the ruins, visitors will have the opportunity to discuss the Fort and the Santa Fe Trail with park personnel, revisit exhibits in the museum, or purchase bookstore items to take home. Visitors may also enjoy picnicking on tables near the parking area, before leaving for Interstate 25 and continuing their travels.

VISITOR CENTER



The Lobby

Inside the lobby of the visitor center two new exhibits will be installed. To help orient the visitor to the site, a scale model (no bigger than seven feet square) of the fort will be constructed. The model will accurately depict Fort Union in 1867. Using

this time frame only the Third Fort would be fully represented, but the First Fort would be outlined and the Second Fort would be a clear visual presence. The three major operational components of the Third Fort will be outlined and identified, as well as major Santa Fe Trail routes through the fort. Enclosed in plexiglass and located near the information desk, the model will give visitors general orientation to the site and allow park staff the opportunity to use the model as an interpretive prop for impromptu talks on the fort.

The second exhibit will be a wall-mounted map with two separate moving light programs each with an audio component. One program will feature the Santa Fe Trail, showing the length of the trail, the different routes of the trail and how the trail changed as the railroad moved west. The second program will display the military campaigns conducted out of Fort Union and the other forts supplied by Fort Union. Visitors will be able to select the program they want to view.

A/V Theater

The present A/V space is located just off the lobby in a small room with barely enough space to accommodate a television monitor, VCR, and seating for six people. This space will be expanded into a small video theater with seating for 40-45 adults. The theater will be equipped with a video disc player and projection video equipment. A 12- to 15-minute program will be developed for the theater. This program will outline the broad story of the Santa Fe Trail and Fort Union, illuminating the interactions between the different cultures of the region, the economic impact of the trail and the fort, and their roles in the "Americanization" of the Southwest. The theater will exit onto the interpretive trail through the ruins of the fort.

The Museum

The current exhibits are more than 30 years old and need to be updated to reflect modern presentation techniques and audience sophistication. Additionally, the current exhibits do not take full advantage of the park's rich museum collection. The 1985 General Management Plan calls for enlarging the present museum space by about one-third. This additional space will be necessary to accommodate the proposed exhibitry.

The new exhibits will focus on three areas of the Fort Union story:

- Everyday life at the fort.
- An overview of the three operational divisions at the fort (garrison, quartermaster depot, arsenal).
- Explain the Quartermaster operation.

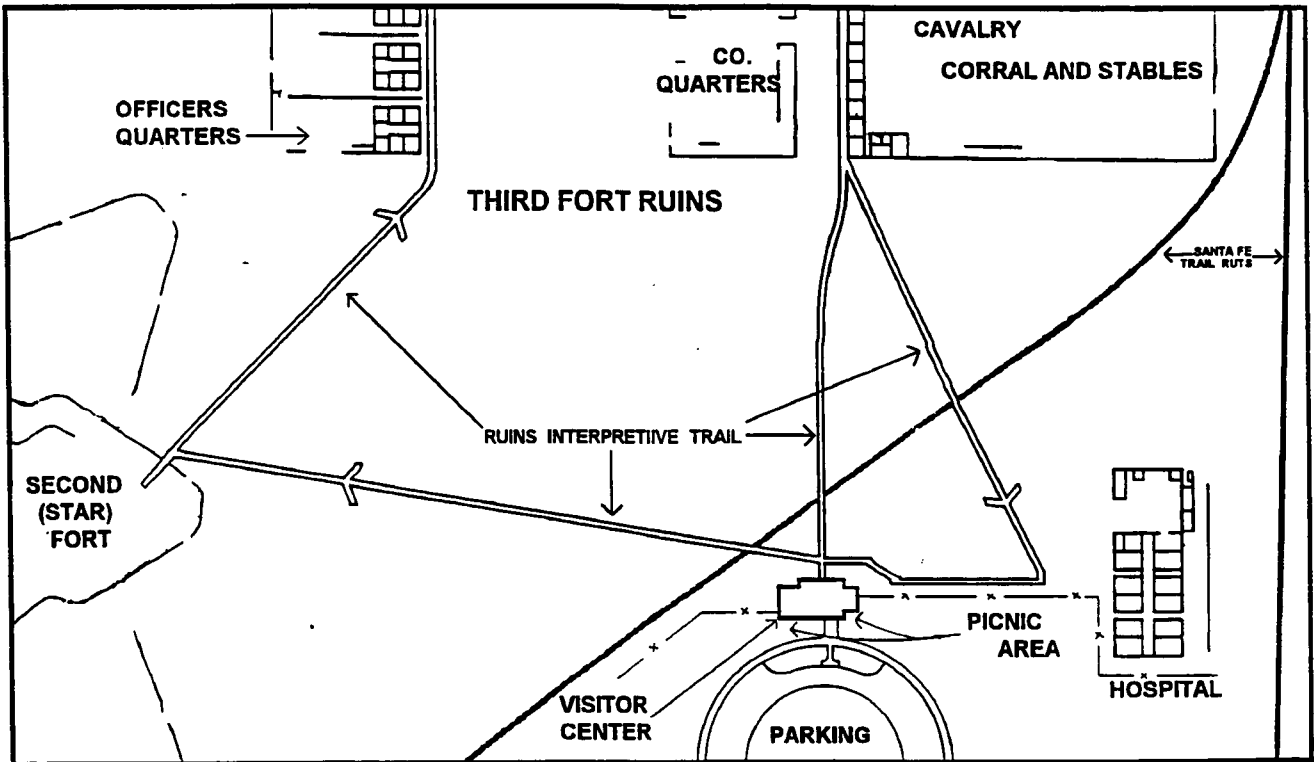
The exhibits will use artifacts and photographs from the park's collection and whenever possible, use individual personalities who lived and worked at the fort to tell the exhibit stories. The exhibits will be designed to be viewed at any time during the park visit and still deliver their interpretive message with economy and impact.

RUINS INTERPRETIVE TRAIL

Fort Union currently has 40 wayside exhibits and interpretive signs on the self-guiding trail through the ruins of the Third Fort. This number will be reduced to 21 (including one to be placed at the detached First Fort site). A listing of the proposed waysides, including their subjects and placement can be found in Appendix 2.

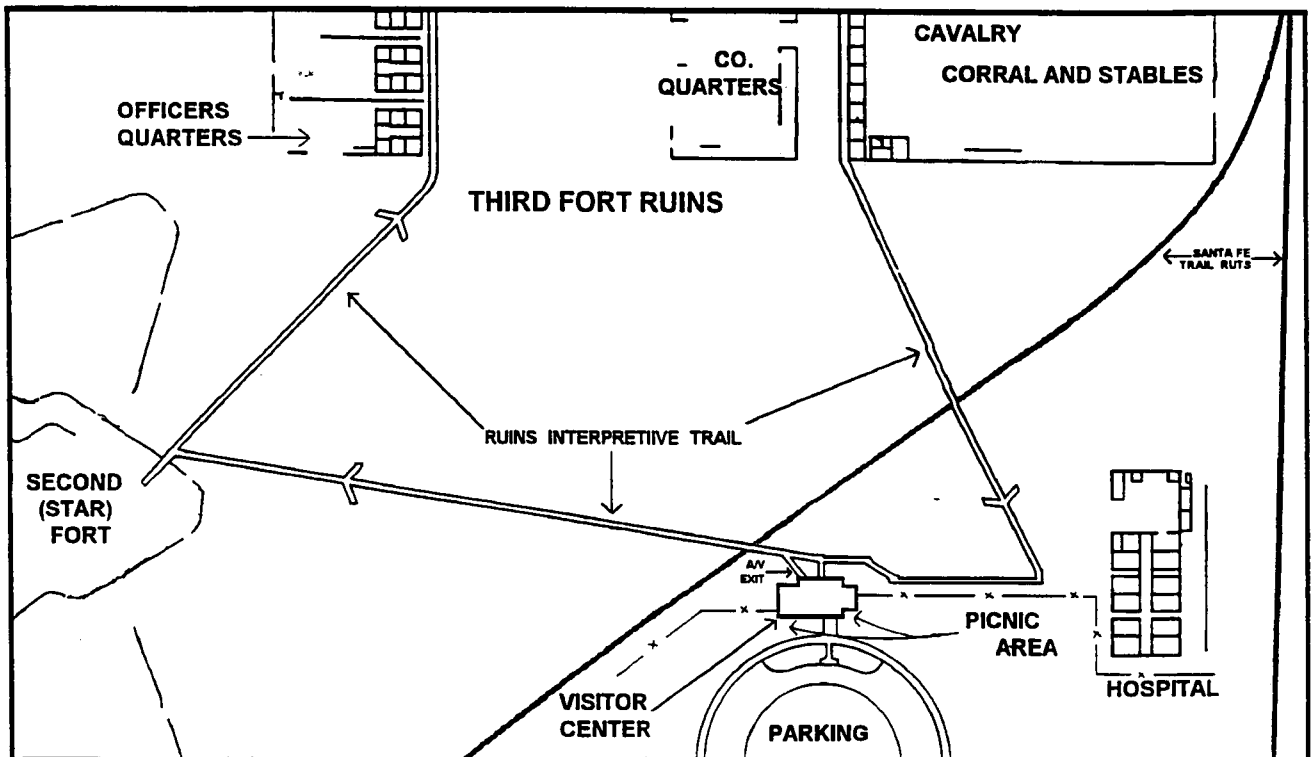
- The self-guiding trail through the Third Fort is a combination of modern gravel paths and historic flagstone sidewalks. Both surfaces are extremely difficult for visitors in wheelchairs. The historic fort roads should be restored and all trail surfaces be paved to make the trail system and wayside exhibits accessible to all visitors.

FIGURE 1



This shows the Interpretive Ruins Trail as it currently exists.

FIGURE 2



This shows the Interpretive Ruins Trail without the Cavalry Corral and Stables spur and with the A/V exit.

The existing entrance to the interpretive trail is confusing (see Figure 1). Although, the trail is designed for the visitor to walk in a clockwise direction through the ruins (the visitor encounters each of the three forts chronologically and the audio stations then tell a story which each succeeding station enhances); the exit from the visitor center leaves the visitor facing down the flagstone path in the opposite direction of the way the trail is designed to work. Despite the presence of a large interpretive sign directing visitors in the proper direction, many choose to continue straight down the trail counter to intended flow. To correct this situation (see Figure 2), the section of trail from the laundresses' quarters to the visitor center will be removed. The trail will then return to the visitor center from the post hospital. An exit onto the trail will also be developed from the theater to further encourage visitors to use the trail in the intended direction.

The wayside exhibits will incorporate current NPS media accessibility standards to assure basic interpretation to impaired visitors. All exhibits will be placed along the trail at the proper height and angle to serve visitors in wheelchairs. Several audio stations will be incorporated for visitors with severe visual impairments. Type faces, sizes, and colors will be selected so they can be easily read by all visitors except those with severe visual impairments. Exhibit panels will rely heavily on easy-to-understand graphics to interpret the park resources for all visitors including those with learning and hearing impairments.

Once the exhibits are planned and produced, all current wayside exhibits should be removed and replaced by standard low profile, aluminum bases. It is recommended that exhibit panels be produced in porcelain because: the park has

a record of almost no vandalism over the past 30 years; the high elevation and lack of trees expose outdoor exhibits to direct ultraviolet light most of the day; and frequent dust storms make airborne dust a problem with screen-printed, fiberglass-embedded panels.

The current wayside exhibits include 10 push-button audio stations. It is recommended that most of these audio stations be retained as audio posts with the new wayside exhibits. However, the current scripted dialogue audios need to be replaced by reproductions of oral histories or direct quotes from letters and diaries of people who lived at Fort Union.

Within the Southwest Regional Office's policy on bilingual interpretation, Fort Union is exempt. However, park management suggests that English interpretive messages should be translated into Spanish where appropriate. Audio messages appear to be the best media for accomplishing this for three reasons: 1) many local Hispanics speak both English and Spanish but do not read Spanish very well; 2) many elderly Hispanics speak only Spanish and do not read or speak English; 3) since most civilians hired at Fort Union from 1851-91 were Hispanic, it would be historically accurate to hear Spanish within the fort. It is recommended that the wayside exhibits of this proposal not be bilingual, but the audio stations be recorded in both English and Spanish.

The preservation of adobe ruins is an ongoing and complex problem. The park's maintenance crews are often observed along the ruins trail engaged in adobe preservation activities. Therefore, one wayside panel will be developed to explain the story of preserving this earthen architecture. The panel will be mounted on a mobile base and moved along the trail to where preservation crews are working.

THE FIRST FORT AND THIRD FORT ARSENAL

The 84-acre site that contains the remaining ruins of the First Fort and the Third Fort arsenal is generally not accessible to the public. Efforts are being made to reach a formal agreement with the private ranch which owns the 1.3 mile access road. Even if access can be established, other issues will determine how the site is interpreted.

Like the adobe ruins of the Third Fort, the adobe remnants of the arsenal are fragile. The surface of the site is littered with ceramic shards, buttons, lead bullets, and other easily removed artifacts. Unrestricted public access would imperil the preservation of these resources.

To maintain site security and provide interpretation of the site, ranger-led caravan tours could be taken to the site. These tours would leave from the visitor center hourly or at posted times depending on visitation, staffing, and demand. A boardwalk and viewing platform would be built at the site to accommodate the pedestrian traffic, restrict visitor access to the site surface and buildings, and help the staff manage the group while on site. One wayside panel would be installed at the viewing platform to provide orientation to the First Fort and the Arsenal. The bulk of the interpretation of the site would come from personal services and/or a park-produced site bulletin.

ACCESSIBILITY

Programmatic Accessibility Guidelines are included in Appendix 1 of this prospectus. These guidelines are applicable to all parks and all media.

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APPENDIX 1

Special Populations: Programmatic Accessibility Guidelines for Interpretive Media

National Park Service
Harpers Ferry Center

September 1991
[Version 2.1]

Prepared by
Harpers Ferry Center
Accessibility Task Force

Contents

Statement of Purpose.....	21
Audiovisual Programs.....	22
Exhibits.....	24
Historic Furnishings.....	27
Publications.....	30
Wayside Exhibits.....	31

Statement of Purpose

This document is a guide for promoting full access to interpretive media to ensure that people with physical and mental disabilities have access to the same information necessary for safe and meaningful visits to National Parks. Just as the needs and abilities of individuals cannot be reduced to simple statements, it is impossible to construct guidelines for interpretive media that can apply to every situation in the National Park System.

These guidelines define a high level of programmatic access which can be met in most situations. They articulate key areas of concern and note generally accepted solutions.

Due to the diversity of park resources and the variety of interpretive situations, flexibility and versatility are important.

Each interpretive medium contributes to the total park program. All media have inherent strengths and weaknesses, and it is our intent to capitalize on their strengths and provide alternatives where they are deficient. It should also be understood that any interpretive medium is just one component of the overall park experience. In some instances, especially with regard to learning disabilities, personal services, that is one-on-one interaction, may be the most appropriate and versatile interpretive approach.

In the final analysis, interpretive design is subjective, and dependent on both aesthetic considerations as well as the particular characteristics and resources available for a specific program. Success or failure should be evaluated by examining all interpretive offerings of a park. Due to the unique characteristics of each situation, parks should be evaluated on a case-by-case basis. Nonetheless, the goal is to fully comply with NPS policy:

"...To provide the highest level of accessibility possible and feasible for persons with visual, hearing, mobility, and mental impairments, consistent with the obligation to conserve park resources and preserve the quality of the park experience for everyone."

NPS Special Directive 83-3, Accessibility for Disabled Persons

Audiovisual Programs

Audiovisual programs include motion pictures, sound/slide programs, video programs, and oral history programs. As a matter of policy, all audiovisual programs produced by the Harpers Ferry Center will include some method of captioning. The approach used will vary according to the conditions of the installation area and the media format used, and will be selected in consultation with the parks and regions.

The captioning method will be identified as early as possible in the planning process and will be presented in an integrated setting where possible. To the extent possible, visitors will be offered a choice in viewing captioned or uncaptioned versions, but in situations where a choice is not possible or feasible; a captioned version of all programs will be made available. Park management will decide on the most appropriate operational approach for the particular site.

Guidelines Affecting Mobility Impaired Visitors

1. The theater, auditorium, or viewing area should be accessible and free of architectural barriers, or alternative accommodations will be provided. UFAS 4.1.
2. Wheelchair locations will be provided according to ratios outlined in UFAS 4.1.2(18a).
3. Viewing heights and angles will be favorable for those in designated wheelchair locations.
4. In designing video or interactive components, control mechanisms will be placed in accessible locations, usually between 9" and 48" from the ground and no more than 24" deep.

Guidelines Affecting Visually Impaired Visitors

1. Simultaneous audio description will be considered for installations where the equipment can be properly installed and maintained.

Guidelines Affecting Hearing Impaired Visitors

1. All audiovisual programs will be produced with appropriate captions.
2. Copies of scripts will be provided to the parks as a standard procedure.

3. Audio amplification and listening systems will be provided in accordance with UFAS 4.1.2(18b).

Guidelines Affecting Learning Impaired Visitors

1. Unnecessarily complex and confusing concepts will be avoided.
2. Graphic elements will be chosen to communicate without reliance on the verbal component.
3. Narration will be concise and free of unnecessary jargon and technical information.

Exhibits

Numerous factors affect the design of exhibits, reflecting the unique circumstances of the specific space and the nature of the materials to be interpreted. It is clear that thoughtful, sensitive design can go a long way in producing exhibits that can be enjoyed by a broad range of people. Yet, due to the diversity of situations encountered, it is impossible to articulate guidelines that can be applied universally.

In some situations, the exhibit designer has little or no control over the space. Often exhibits are placed in areas ill-suited for that purpose, they may incorporate large or unyielding specimens, may incorporate sensitive artifacts which require special environmental controls, and room decor or architectural features may dictate certain solutions. All in all, exhibit design is an art which defies simple description. However, one central concern is to communicate the message to the largest audience possible. Every reasonable effort will be made to eliminate any factors limiting communication through physical modification or by providing an alternate means of communication.

Guidelines Affecting Mobility Impaired Visitors

1. Exhibit space will be free of physical barriers or a method of alternate accommodation shall be provided.
2. All pathways, aisles, and clearances will meet standards set forth in UFAS 4.3. Generally a minimum width of 36" will be provided.
3. Ramps will be as gradual as possible and will not exceed a slope of 1" rise in 12" run, and otherwise conform with UFAS 4.8.
4. Important artifacts, labels, and graphics, will be placed at a comfortable viewing level relative to their size. Important text will be viewable to all visitors. Display cases will allow short or seated people to view the contents and the labels. Video monitors associated with exhibits will be positioned to be comfortably viewed by all visitors.
5. Lighting will be designed to reduce glare or reflections, especially when viewed from a wheelchair.
6. Ground and floor surfaces near the exhibit area will be stable, level, firm, and slip-resistant. (UFAS 4.5).
7. Operating controls or objects to be handled by visitors will be located in an area between 9" and 48" from the ground and no more than 24" deep. (UFAS 4.3)
8. Horizontal exhibits (e.g. terrain model) will be located at a comfortable viewing height.
9. Information desks and sales counters will be designed for use by visitors and employees using wheelchairs, and will include a section with a desk height no greater than 32" to 34", with at least a 30-inch clearance underneath. The width should be a minimum of 32" vertical,

with additional space provided for cash registers or other equipment, as applicable.

10. Accessibility information about the specific park should be available at the information desk and the International Symbol of Access will be displayed where access information is disseminated.
11. Railings and barriers will be positioned in such a way as to provide unobstructed viewing by persons in wheelchairs.

Guidelines Affecting Visually Impaired Visitors

1. Exhibit typography will be selected with readability and legibility in mind.
2. Characters and symbols shall contrast with their backgrounds, either light characters on a dark background or dark characters on a light background. (UFAS 4.30.3)
3. Tactile and participatory elements will be included where possible.
4. Audio description will be provided where applicable.
5. Signage will be provided to indicate accessible restrooms, telephones, and restroom elevators. (UFAS 4.30)

Guidelines Affecting Hearing Impaired Visitors

1. Information presented via audio formats will be duplicated in a visual medium, either in the exhibit copy or by printed material.
2. Amplification systems and volume controls will be incorporated to make programs accessible to the hard of hearing.
3. Written text of all audio narrations will be provided.

4. All narrated AV programs will be captioned.
5. Allowance for Telecommunication Devices for the Deaf (TDD) will be included into information desk designs.

Guidelines Affecting Learning Impaired Visitors

1. Exhibits will avoid unnecessarily complex and confusing topics.
2. Graphic elements will be developed to communicate nonverbally.
3. Unfamiliar expressions and technical terms will be avoided and pronunciation aids will be provided where appropriate.
4. To the extent possible, information will be provided in a manner suitable to a diversity of abilities and interests.
5. Where possible, exhibits will be multi-sensory. Techniques to maximize the number of senses utilized in an exhibit will be encouraged.
6. Exhibit design will be cognizant of directional handicaps and will utilize color and other creative approaches to facilitate comprehension of maps.

Historic Furnishings

Historically refurnished rooms offer the public a unique interpretive experience by placing visitors within historic spaces. Surrounded by historic artifacts, visitors can feel the spaces "come alive" and relate more directly to the historic events or personalities commemorated by the park.

Accessibility is problematical in many NPS-furnished sites because of the very nature of historic architecture. Buildings were erected

with a functional point of view that is many times at odds with our modern views of accessibility.

The approach used to convey the experience of historically furnished spaces will vary from site to site. The goals, however, will remain the same, to give the public as rich an interpretive experience as possible given the nature of the structure.

Guidelines Affecting Mobility Impaired Visitors

1. The exhibit space should be free of architectural barriers or a method of alternate accommodation should be provided, such as slide programs, video-taped tours, visual aids, dioramas, etc.
2. All pathways, aisles, and clearances shall (when possible) meet standards set forth in UFAS 4.3 to provide adequate clearance for wheelchair routes.
3. Ramps shall be as gradual as possible and not exceed a 1" rise in 12" run, and conform with UFAS 4.8.
4. Railings and room barriers will be constructed in such a way as to provide unobstructed viewing by persons in wheelchairs.
5. In the planning and design process, furnishing inaccessible areas, such as upper floors of historic buildings, will be discouraged unless essential for interpretation.
6. Lighting will be designed to reduce glare or reflections when viewed from a wheelchair.
7. Alternative methods of interpretation, such as audiovisual programs, audio description, photo albums, and personal

services will be used in areas which present difficulty for the physically impaired.

Guidelines Affecting Visually Impaired Visitors

1. Exhibit typefaces will be selected for readability and legibility, and conform with good industry practice.
2. Audio description will be used to describe furnished rooms, where appropriate.
3. Windows will be treated with film to provide balanced light levels and minimize glare.
4. Where appropriate, visitor-controlled rheostat-type lighting will be provided to augment general room lighting.
5. Where appropriate and when proper clearance has been approved, surplus artifacts or reproductions will be utilized as "hands-on" tactile interpretive devices.

Guidelines Affecting Hearing Impaired Visitors

1. Information about room interiors will be presented in a visual medium such as exhibit copy, text, pamphlets, etc.
2. Captions will be provided for all AV programs relating to historic furnishings.

Guidelines Affecting the Learning Impaired

1. Where appropriate, hands-on participatory elements geared to the level of visitor capabilities will be used.
2. Living history activities and demonstrations which utilize the physical space as a method of providing multi-sensory experiences will be encouraged.

Publications

A variety of publications are offered to visitors, ranging from park folders which provide an overview and orientation to a park to more comprehensive handbooks. Each park folder should give a brief description of services available to the disabled, list significant barriers, and note the existence of TDD phone numbers, if available.

In addition, informal site bulletins are often produced to provide more specialized information about a specific site or topic. It is recommended that each park produce an easily updatable "Accessibility Site Bulletin" which could include detailed information about the specific programs, services, and opportunities available for the disabled and to describe barriers which are present in the park. These bulletins should be in reasonably large type, 18 points or larger.

Guidelines Affecting Mobility Impaired Visitors

1. Park folders, site bulletins, and sales literature will be distributed from accessible locations and heights.
2. Park folders and Accessibility Site Bulletins should endeavor to carry information on the accessibility of buildings, trails, and programs by the disabled.

Guidelines Affecting Visually Impaired Visitors

1. Publications will be designed with the largest type size appropriate for the format.
2. Special publications designed for use by the visually impaired should be printed in 18-point type.

3. The information contained in the park folder should also be available on audio cassette. Handbooks, accessibility guides, and other publications should be similarly recorded where possible.

Guidelines Affecting Hearing Impaired Visitors

1. Park site bulletins will note the availability of such special services as sign language interpretation and captioned programs.

Guidelines Affecting Learning Impaired Visitors

1. The park site bulletin should list any special services available to this group.

Wayside Exhibits

Wayside exhibits, which include outdoor interpretive exhibits and signs, orientation shelter exhibits, trailhead exhibits, and bulletin boards, offer special advantages to disabled visitors. The liberal use of photographs, artwork, diagrams, and maps, combined with highly readable type, make wayside exhibits an excellent medium for visitors with hearing and learning impairments. For visitors with sight impairments, waysides offer large type and high legibility.

Although a limited number of NPS wayside exhibits will always be inaccessible to visitors with mobility impairments, the great majority are placed at accessible pullouts, viewpoints, parking areas, and trailheads.

The NPS accessibility guidelines for wayside exhibits help ensure a standard of quality that will be appreciated by all visitors. Nearly everyone benefits from high quality graphics, readable type, comfortable base designs, accessible locations, hard-surfaced exhibit pads, and well-designed exhibit sites.

While waysides are valuable on-site "interpreters," it should be remembered that the park resources themselves are the primary things visitors come to experience. Good waysides focus attention on the features they interpret, and not on themselves. A wayside exhibit is only one of the many interpretive tools which visitors can use to enhance their appreciation of a park.

Guidelines Affecting Mobility Impaired Visitors

1. Wayside exhibits will be installed at accessible locations whenever possible.
2. Wayside exhibits will be installed at heights and angles favorable for viewing by most visitors including those in wheelchairs. For standard NPS low-profile units the recommended height is 34" from the bottom edge of the exhibit panel to the finished grade; for vertical exhibits the height of 24"-28", depending on panel size.
3. Trailhead exhibits will include an accessibility advisory.
4. Wayside exhibits sites will have level, hard surfaced exhibit pads.
5. Exhibit sites will offer clear, unrestricted views of park features described in exhibits.

Guidelines Affecting Visually Impaired Visitors

1. Exhibit type will be as legible and readable as possible.
2. Panel colors will be selected to reduce eye strain and glare, and to provide excellent readability under field conditions. White should not be used as a background color.

3. Selected wayside exhibits may incorporate audio stations or tactile elements such as models, texture blocks, and relief maps.
4. For all major features interpreted by graphic wayside exhibits, the park should offer nonvisual interpretation covering the same subject matter. Examples include cassette tape tours, radio messages, and ranger talks.
5. Appropriate tactile cues should be provided to help visually impaired visitors locate exhibits.

Guidelines Affecting Hearing Impaired Visitors

1. Wayside exhibits will communicate visually, and will rely heavily on graphics to interpret park resources.
2. Essential information included in audio station messages will be duplicated in written form, either as part of the exhibit text or with printed material.

Guidelines Affecting Learning Impaired Visitors

1. Topics for wayside exhibits will be specific and of general interest. Unnecessary complexity will be avoided.
2. Whenever possible, easy to understand graphics will be used to convey ideas, rather than text alone.
3. Unfamiliar expressions, technical terms, and jargon will be avoided. Pronunciation aids and definitions will be provided where needed.
4. Text will be concise and free of long paragraphs and wordy language.

APPENDIX 2

Proposed Wayside Exhibits

<u>Subject</u>	<u>Location</u>
1. Santa Fe Trail Wagon	Just outside VC, on portable base
2. Fort Union's Three Forts	Midway between Visitor Center and Star Fort
3. The Second Fort Union	Along the trail at the Star Fort
4. The Third Fort Union	At start of the Post Officers' Quarters
5. Post Officers' Quarters	Outside the Post Commander's House
6. Sutler's Store & Buildings	Along the trail between the Post and Depot
7. Quartermaster's Office	Outside the Depot Quartermaster's Office
8. Quartermaster Clerk's Office	Outside the Quartermaster Clerk's Office
9. Commissary Storehouse	Along the trail as it leaves Storehouse area
10. Transportation Corral	Along trail facing the former Corral
11. Mechanics Corral	Inside the Mechanics Corral area
12. Post Company Quarters	Along the trail as it re-enters the Post
13. The Privy	Along extension trail near Post Quarters
14. Bugle Calls	Along extension trail to Parade Grounds
15. Military Prison	Outside Military Prison
16. Married Enlisted Men's Quarters	Along the trail as it leaves the Post
17. The Santa Fe Trail	As trail crosses Santa Fe Trail ruts
18. Fort Union Hospital	Along trail at Fort Union Hospital
19. Bulletin Case	Outside doors to Visitor Center
20. Preservation of Adobe Ruins	Portable exhibit with "preservation crew"
21. The First Fort	At First Fort Site, one mile from VC